

WE CLAIM:

1. A method of dynamically quiescing an application, said method comprising:
 - providing a server environment, said server environment operable to send requests and receive responses over a network and comprising a front end operative to execute a front end application for receiving a request and a back end operative to perform a task responsive to said request;
 - evaluating a back end response time for performing said task by said back-end;
 - comparing the back end response time with a response time threshold;
 - disabling a front end application for a period of time based on said act of comparing the back end response time with a response time threshold.
2. The method of claim 1 wherein the front end comprises a web server and the back end comprises a database.
3. The method of claim 2, wherein the server environment further comprises middleware.
4. The method of claim 3, wherein the front end comprises a plurality of web servers, the middleware comprises a plurality of application servers and the back end comprises a plurality of database servers.
5. The method of claim 1, wherein the front end comprises a plurality of web servers.

6. The method of claim 1 further comprising the act of increasing a counter when the response time has exceed the threshold response time; and comparing the counter with a counter threshold value.
7. The method of claim 6, wherein the counter threshold value is predetermined.
8. The method of claim 1 wherein the value of the threshold response time is predetermined.
- 9 The method of claim 1 wherein the value of the period of time is predetermined.
10. A system for dynamically quiescing an application, comprising:
 - a computer having a processor, a memory interface coupled with said processor, a memory coupled with said processor and said memory interface, a front end interface operable to communicate with a front end in a server environment, and a back end interface operable to communicate with a back end in the server environment;
 - a first logic stored in said memory and executable by said processor to receive first data via said back end interface, said first data comprising a back end response time;
 - a second logic stored in said memory and executable by said processor to receive second data via said memory interface, said second data comprising a back end response time threshold;
 - a third logic stored in said memory and executable by said processor coupled with said first and second logic and operative to compare said first data and said second data and generate a result indicating whether the value of the first data is greater than the value of the second data; and
 - a fourth logic stored in said memory and executable by said processor coupled with said third logic to send an instruction to disable an

application operating on said front end by way of the front end interface based on said result.

11. The system of claim 10 further comprising:
 - a fifth logic stored in said memory and executable by said processor coupled with said third logic to maintain a cumulative value of instances in which the third logic has indicated that the value of the first data is greater than the value of the second data.
12. The system of claim 10 wherein said front end comprises one or more web servers.
13. The system of claim 10 wherein said back end comprises one or more database servers.
14. The system of claim 10 wherein said middleware comprises one or more application servers.
15. A system for dynamically quiescing an application, comprising:
 - means for communicating with a front end and back end in a server environment;
 - means for computing a backend response time;
 - means for comparing the backend response time with a backend response time threshold; and
 - means for disabling a front end application.
16. The system of claim 15 further comprising a means for maintaining a cumulative value of instances in which the back end response time is greater than the backend response time threshold.
17. The system of claim 15 further comprising a means for maintaining a cumulative value of instances in which the back end response time is greater than or equal to the backend response time threshold.

